

VENEZUELA

GUYANA

SURINAME

FRENCH

# LOST SECRET OF THE RAINFOREST

BRAZIL

BOLIVIA

PARAGUAY

ARGENTINA

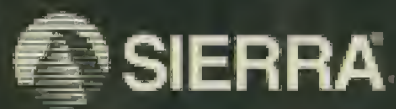
URUGUAY

## H I N T B O O K



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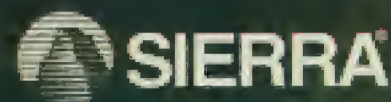
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# LOST SECRET OF THE RAINFOREST



## H I N T B O O K





THIS JOURNAL IS THE PROPERTY OF:

**Adam Greene**

MY ADVENTURE

IN THE

RAINFOREST

**LOST SECRET  
OF THE  
RAINFOREST**

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## LETTER FROM ADAM



Hi, Guys!

I've decided to write down some of the adventures I had in the rainforest. Everyone says I'll forget something important if I don't write down what happened. So I've put together some notes for you to read. Maybe these clues and lists will help you on your rainforest adventure. I hope so.

I can't really write about the smells of the plants in the canopy, the way the air feels in the morning, or the sound of the insects after the sun goes down. You'll have to visit the rainforest yourself.

I hear the voice of my friend Sinchi in my dreams sometimes. Sinchi is a shaman and he understands dreams in a different way. He calls to me to come back. Perhaps I will return there some day.

Did I tell you about my friend, Paquita? You might find it hard to believe that a bat could be your best friend. The bats in the rainforest live mostly in trees and feed off the flowers and fruit. They're not scary or dangerous. So don't believe what you might have heard about bats in the past. Get to know Paquita — she's someone you can count on in a dangerous situation.

After you play "Lost Secret of the Rainforest," maybe you'll make your own travel journal. It's fun to sketch the things that happen, so make some cartoons.

I've got to get this project organized now. See you in the rainforest!

Adam





## HOW THIS BOOK WORKS:

**Lost Secret of the Rainforest** is filled with puzzles. Some puzzles are hard, while others are easy. Sometimes a puzzle is easy for one person but hard for someone else. Sometimes an answer comes to you while you are doing something else! Give yourself plenty of time to solve the puzzles or ask a friend for ideas. Two heads can be better than one when you're adventuring! Explore the nearby screens and look at everything. Talk to every character. If you're really stuck or just want to move on to new things in the game, use the hints in this hint book. Find the question that best describes your problem.

This book is a complete reference to **Lost Secret of the Rainforest**. Each question has three hints. The first hint is a small one. The second hint is

a big nudge in the right direction. The third hint is the answer to the problem. We've printed the answer upside down so that you won't be tempted to "peek"! If you're stumped, wait to read that third hint. Trust us, you won't have as much fun if you play by the answers!



## GAME DESIGN PHILOSOPHY

**Lost Secret of the Rainforest** is a game for kids and families. You won't die in the game. Any mistake you make will have an interesting, even a fun result that will amuse or teach you more. So have fun with the game and don't worry. You won't ever have to restore your game to get something you need. We won't let the story move ahead until you have everything you need to cope. We hope you'll feel suspense and excitement, not frustration!

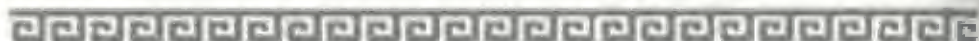
All the text in the game is under your control. You click to remove it. The words will stay there for as long as you need to read them. Even if you want to look up a new word in the dictionary, you will have the time to do that.

## NOTE TO BEGINNING ADVENTURERS

If you've never played a Sierra 3-D animated adventure game, here are some tips to help you get started:

- 1 Remember to save your game frequently. **Lost Secret of the Rainforest** is designed so that you never need to restore to get an object. However, you may want to improve your point score or Ecord something with the Ecorider. If you have a lot of saved games, it will be easier to work on different areas of the game. You will probably need several different sessions to finish the game,





so "save your place." If more than one person is playing, you can each have your own saved games. Your Sierra Game Manual has more details on saving and restoring games.

- 2 Take your time. Click the **look** icon on everything and click the **talk** icon on everyone. Pick up anything that isn't nailed down. You never know where you might pick up a valuable object or clue.
- 3 Try anything. Whatever you try might be the solution to a game problem.



## IF YOU HAVE FINISHED *LOST SECRET OF THE RAINFOREST*

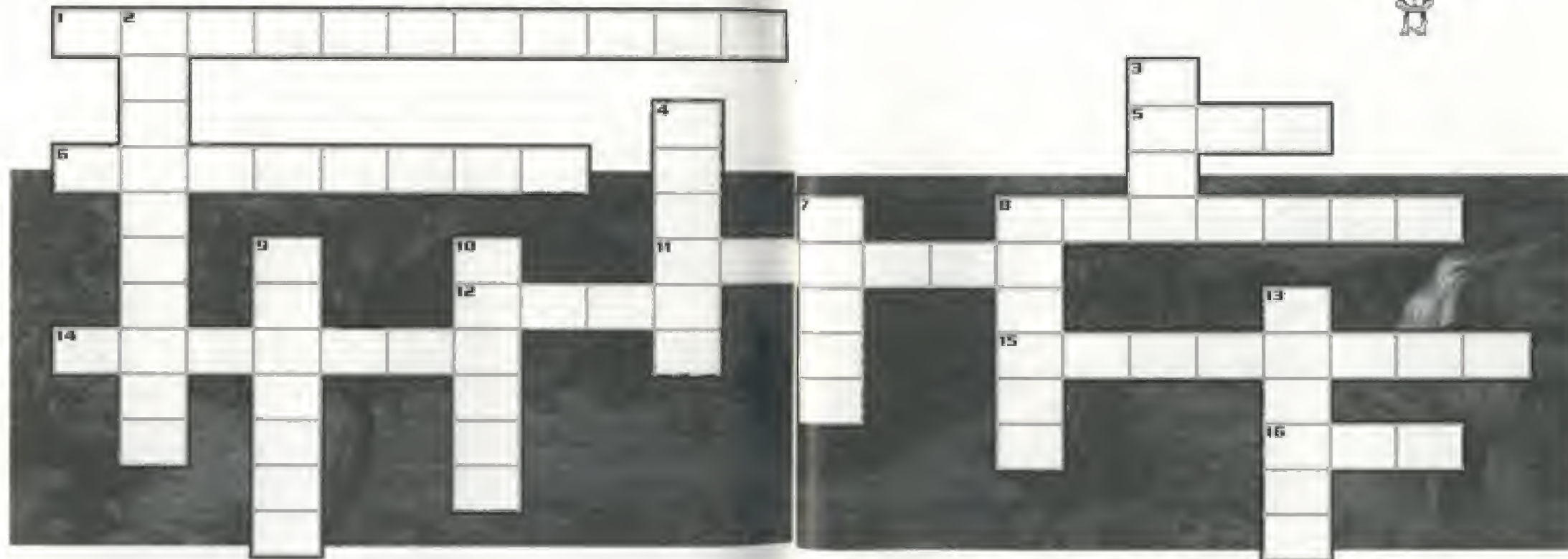
The last section of this hint book entitled "After You Have Completed the Game" contains a points list, an Ecorder points list, an object list, answers to riddles found in the game, and complete maps. If you've finished the game and want to improve your score or see what you missed, take a look.

Your game documentation, "Adam's EcoNews," has other activities, as does this hint book. The Sierra Discovery Series Parent's Guide also has suggestions that will teach you about the rainforest. Try a couple of these activities with your friends!

*Thank you for purchasing **Lost Secret of the Rainforest**. We hope you have as much fun playing it as we had creating it.*

*At left, the EcoQuest development team: front row; Chris Willis, Jerry Moore, Joan Delchanty, Dan Kehler. Middle row; Nathan Gams, Sharon Smith, Gano Haine, Cynthia Hardin, Cheryl Sweeney, Vana Baker, Andy Hoyos. Back row; Mark Empey, Henry Yu, Eric Kasner, Doug Oldfield, Victor Sadouskas.*

# RAINFOREST CROSSWORD



## ACROSS

1. \_\_\_\_\_ crops are those that do not destroy the forest. They can be harvested over and over again.
5. \_\_\_\_\_ refineries are a threat to the rainforest ecosystem.
6. \_\_\_\_\_ made from rainforest plants saves lives. The rosy periwinkle is used to cure childhood leukemia.
8. Some parts of the forest are \_\_\_\_\_ for several months of each year.
11. \_\_\_\_\_ butterflies have no pigment in their wings.
12. The scientific name of the white tent bat is ectophylla \_\_\_\_\_.
14. The \_\_\_\_\_ is sometimes called a "stink bird."
15. \_\_\_\_\_ trees lift their crowns above the canopy.
16. The leafcutting \_\_\_\_\_ chews leaves and plants fungus gardens.

## DOWN

2. The second level of the rainforest has the smaller trees and is called the \_\_\_\_\_.
3. The \_\_\_\_\_ toucan is one of several kinds that live in the canopy.
4. The \_\_\_\_\_ is an expert on herbs and contact with the spirit world.
7. Many rainforest bats eat overripe \_\_\_\_\_.
8. \_\_\_\_\_ Heart needs a seedling.
9. \_\_\_\_\_ plants are epiphytes. Their cup-shaped leaves hold rain water.
10. The \_\_\_\_\_ begins 100 ft. above the ground. It holds most rainforest life.
13. The \_\_\_\_\_ is popular as a pet because it is not aggressive.



# INDIANS' NAMES

Many Indians in the rainforest speak Quechua. Quechua is a language that can be traced back to the ancient Incan. Often their names have meanings, they are listed below in italics.

**These are my friends, The Grove People**



The Shaman,  
also called the  
Curandero.  
**Sinchi** = *Strong*



The Potter.  
**Musqui** = *Dreamer*



The Potter's Baby.  
**Raco** = *Chubby*



The Weaver.  
**Churana** = *Cloth*



The White-Haired Old  
Woman.  
**Sabiru** = *One Who Knows*



The Black-Haired  
Old Woman.  
**Cuirana** = *To Take  
Care Of*



The Grey-Haired  
Old Woman.  
**Alichina** = *To  
Make One Better*



The Shaman's  
Apprentice.  
**Taquia** = *The  
Shaman's Chant*



The Storyteller.  
**Rucu** = *Old*



The Little Boy.  
**Churi** = *Son*

The Little Girl.  
**Ushi** = *Daughter*



The Chief.  
**Apu** = *Chief*



The Hunter.  
**Nahui** = *Warrior*

The Hunter.  
**Puma** = *Puma*



The Weaver's  
Boyfriend.  
**Llusti** = *Naked*



The Gardener.  
**Sumac** = *Pretty*



# BAT MAZE

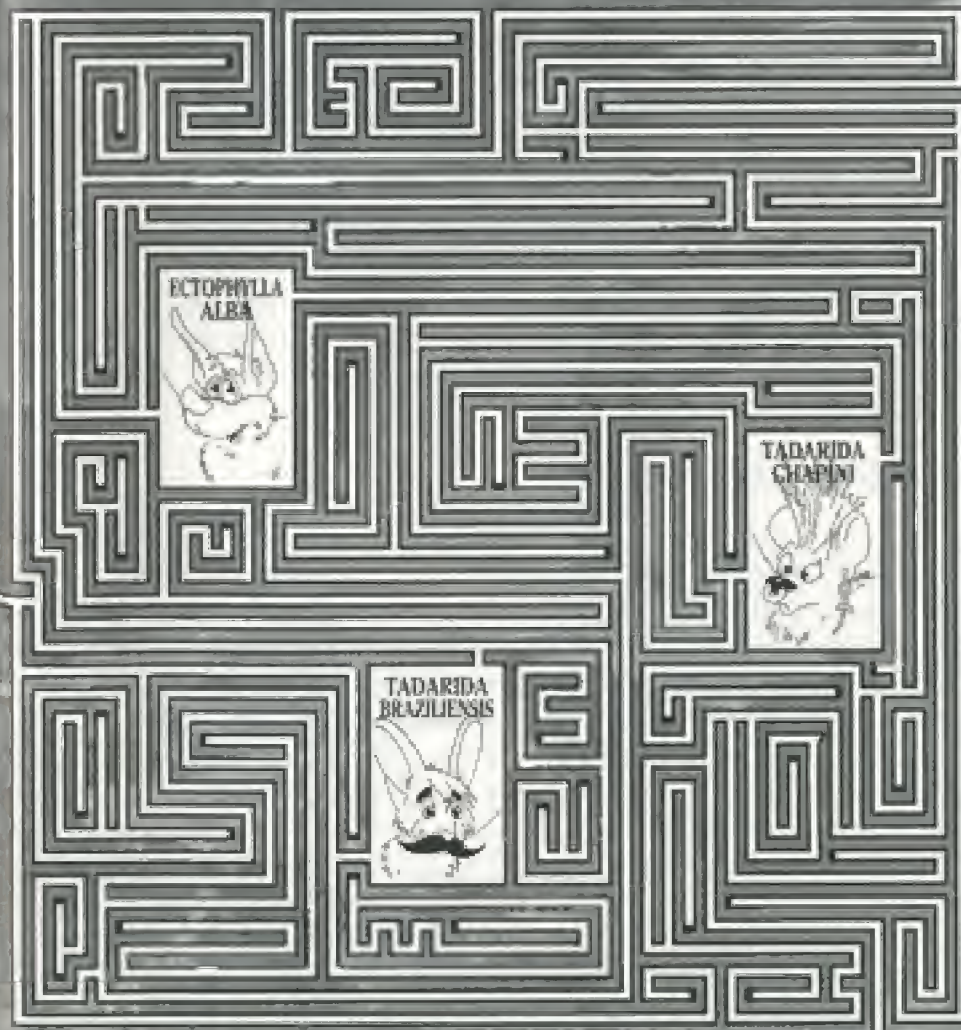
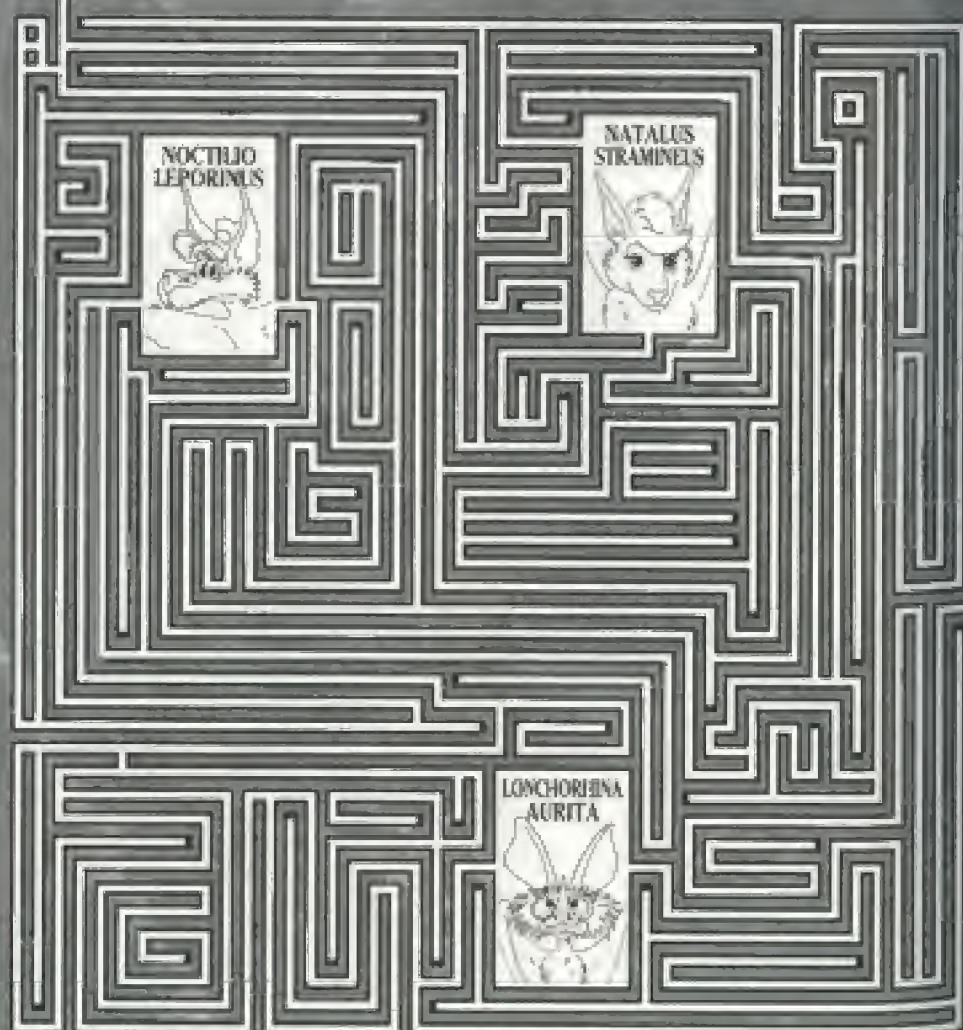
Adam meets many kinds of bats in the bat refuge.

- Find the path through the maze to each of the bats.
- If you talk to the bats in the game, you will find out about their habits. Match the common name of the bat with its scientific, Latin name. Write the Latin name in the blank at right.

- Insectivore bat = \_\_\_\_\_
- Fishing bat = \_\_\_\_\_
- Leaf-nosed bat = \_\_\_\_\_
- Mexican freetail bat = \_\_\_\_\_
- Pink bat = \_\_\_\_\_
- Tent bat = \_\_\_\_\_



ENTER



EXIT

Answers: 1. Natalus stramineus 2. Noctilio leporinus 3. Lonchorhina aurita 4. Tadarida brasiliensis 5. Tadarida chapmani 6. Ectophylla alba



# GONZO'S GOT ME

Is Gonzales catching you every time you try to do something?  
Do you have rope burns from sliding down the silk rope?

Here are some strategy tips for avoiding Gonzales once you get out of the shack.



## HIDE!

The longer you stay out in the open, the greater the chance that Gonzales will see you. Click the hand icon on an oil barrel and get out of his sight. Clicking the hand icon on the various large objects on the screen will give you hiding places. However, be careful that Gonzales doesn't see you sneaking from one place to another.

## WAIT!

Gonzales cannot see you when his back is turned. He spends a long time reading the cookbook, so this is an opportunity to leave the screen. Gonzales has several activities that he does and he will keep doing them. Even if you get up from the computer and come back, he will keep right on going.



## GET CAUGHT!

If you get tired of waiting for the right moment, getting caught is not a big disaster. It may even help you. If you have the birdseed and you're tired of watching Gonzales feed the fire or pull veggies, come out in the open. Your inventory will not be taken from you because, fortunately, he doesn't notice much. After you escape again, perhaps you'll find him reading. If so, you'll have an easy time sneaking over to the bird cages.

## WATCH THAT ALARM!

If you keep getting caught at the top of the platform, you may be forgetting to turn off the alarm that is attached to the satellite. Just click the hand icon on it and you'll have no more problems.





## HERE ARE THE STEPS FOR GETTING OUT OF CIBOLA:

1. Climb down the rope ladder.
2. Hide behind a barrel by clicking the hand icon on it.
3. Wait until Gonzo goes to the next screen. Then climb the platform ladder.
4. Turn off the alarm by clicking the hand icon on it.
5. Pick up the vacuum - it's a Top-of-the-Line WhisperQuiet Crudsucker.
6. Find the suspenders in the laundry basket.
7. Attach the suspenders to the hook on the satellite and Adam bungees to the ground.
8. Hide behind the front barrel and, when Gonzales is not there, click the vacuum on the grain.



9. Wait till Gonzo is reading, or get caught so that you can find him doing this again. Then sneak east to the bird cages.
10. Click the bird seed on the cages - the birds will start eating like there is no tomorrow!
11. Click the key you found in Slaughter's safe (you DID open the safe, didn't you) on the lower bird cage, the one with live birds in it.

**TA-DAH!** You've outwitted Gonzo and he's gone!





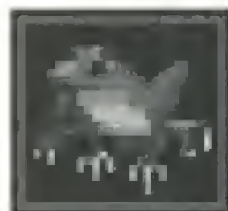


# JAGUAR PUZZLE



*"Oh, human, these chains are painful. Can you free me?"*

*"Man's neglect of the forest chains me here. No longer do men heed the simple things of nature. If you remember them, perhaps I will go free."*



## A Frog

Bulging eyes,  
Inflated throats.  
Fill the air  
With reverberating notes.

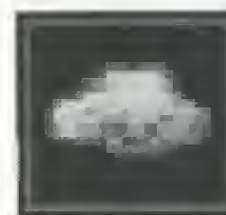
Crooner of the night,  
Watcher of the skies,  
Possessor of the lightning tongue  
That snares the careless flies.



## A Star

Older than the ancient times,  
Hid by light of day,  
Birds that fly by their light  
Plot their course and way.

Pinpoints of light  
That spark the mind of man,  
Dreamer of varied creatures  
That walk a distant sand.



## A Cloud

Misty veil of dew  
Shades the light of day,  
Sheds its life on the earth  
And washes waste away.

Sometimes I bring showers  
At other times flood,  
I help to make life  
Spring forth from the mud.



## A Bird

Wings of color,  
Voice of song,  
Claws of power  
To this creature belong.

I seek my prey on earth or air,  
I watch with eyesight keen.  
On some dinner I can pounce,  
I sit and wait and preen.



### **A Snake**



Slowly does it slide along  
Without legs or feet,  
As eyes and tongue dart about,  
To find something to eat.

Lidless eyes,  
Hypnotic stare.  
Those that cross my path:  
Beware!

### **An Ant**



Its strength is in its jaws.  
Its size is not so great.  
But no creature in the forest  
Can lift its size to weight.

Though our number is many,  
We act and think as one.  
No denizen of the forest  
Stops our march 'til it's done.

### **A Leaf**



Green on green and within  
'Til later in the year.  
When rainbows of colors bright  
Suddenly appear.

Comes in every size and shape  
And location you can see.  
Its task is always the same:  
To feed and shade the tree.

### **A Flower**



Veil of silk,  
Dress of green,  
Looks to the sun  
And makes air clean.

Lovely colors that you see  
Used to attract bat and bee.  
They must take my gift away,  
Or on this spot I'll have to stay.

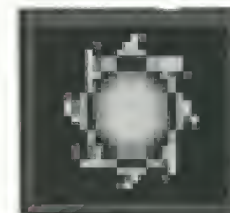
### **The Moon**



Pale face upon the earth,  
A dim mirror of the sun.  
For the creatures of the night  
Light for work and fun.

Time before and to come,  
I show a different phase.  
And man below uses them  
To plant and mark his days.

### **The Sun**



Nothing is so far away,  
And yet remains so bright.  
It shines forth each day  
With its giving light.

It is the power of the atom,  
Which burns so far away.  
To us it is the golden orb  
That warms and lights our way.



## GENERAL QUESTIONS

### *Adam moves too fast! Adam moves too slow!*



On your Icon Bar is a control panel icon with a slider bar. Choose it to bring up the control panel. You'll see a slider for adjusting the animation speed. If your game still runs too slowly, adjust the animation detail slider down until you find a speed and detail level you can live with.

### *How do I look at things, talk to people, etc.?*

Check out the Icon Bar at the top of the screen (press ESC or place the mouse cursor at the very top of the screen to see the Icon Bar). These icons represent all possible game activities.



When you choose an icon, the cursor will change to that shape. You can also click your right mouse button (or SHIFT-Click) to cycle through the cursors and the middle mouse button (or CTRL-Click) to toggle between the Walk cursor and the last cursor used. If the characters are having a conversation — and you've already heard it — you can click your right mouse button to get to the last sentence.

OR, if you're using your computer's keyboard, press a direction key on the numeric keypad or cursor keys. To

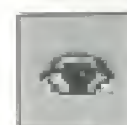


stop your character, press the same direction key again. To execute a command, press ENTER. To cycle through the available cursors, use the number five key on your numeric keypad.

### *Some examples are as follows:*



To talk to someone, click the **Talk** cursor on him. (With the keyboard, position the Talk cursor on him using your cursor keys and press ENTER.)



To look at something, click the **Eye** cursor on it. (With the keyboard, position the Eye cursor on it using your cursor keys and press ENTER.)



To walk somewhere, click the **Walk** cursor on that screen position. (With the keyboard, select the Walk cursor then press your cursor keys to move that direction.)



To take action on something or someone, click the **Hand** cursor on the person or thing. (With the keyboard, position the Hand cursor on the person or thing using your cursor keys and press ENTER.) This cursor performs many different game actions. You will want to use it liberally.



### *How do I use the Ecorder?*

Your game documentation, "Adam's EcoNews," has complete, step-by-step directions for the Ecorder. When Adam first gets it from his Dad, the game will walk you through how to use it.

Remember the Ecorder has two uses. First, select it from inventory. Run it all over your screen like a Geiger counter. If the Ecorder finds an object on its list, the cursor lights up. Click the cursor and the Ecorder will record information into its database.

You can also take a look at information in the Ecorder. Open up your inventory window and click the hand icon on the small picture of the Ecorder. You will go to a close-up screen. Click on the large red button to turn it on. Now take a look at the information you got. Test yourself! You may print out all the information at any time if you have a printer configured for LPT1 and the printer is turned ON.

### *How do I get extra points and a lot of valuable information?*

There are many hints included in this game. Be sure to use the look and talk cursors on everything. At some points, if you're really stuck, Paquita will tell you what to do. Her advice will always be good, so take it! Talk to all the characters as much as you can. Often, if something has changed in the game, they will have something new to say and you will get another point!



*I'm trying to clean up the trash and Adam keeps saying he doesn't want it!*

Look at the Icon Bar. The recycle symbol is on the Garbage Bag Icon. Use this to pick up nasty garbage, just as you would in real life. Each time you pick up trash, you'll get a point, so be sure to get all of it!

### *What's the point of this game anyway?*

- 1** Adam doesn't discover this for a while. Concentrate on what the animals tell you to do. You must journey to the village of the Grove People first, then find Forest Heart, then find the shaman. You'll be busy!
- 2** Since Adam doesn't have a map — he's in an unexplored area — you will have to wander around. You just might fall into a lucky break, so to speak.
- 3** Forest Heart will ask you to find a seedling to replace her. You must journey to the City of Gold, where the Grove People came from long ago.



# THE DOCKS

*I can't find Adam's immunization card.*

Don't SLIP up!

Have you checked your belongings?

The immunization card has slipped down in Adam's passport. Open the inventory and click the hand icon on the passport.

*What happens after I give the Custom's Official what he wants?*

Did you ask Dad what to do next?

This could be a SIGN of something.

Talk to the man holding the sign by the gate. He's there to meet Adam and his Dad.

*I can't buy a fruit pop.*

That's right. The vendor will never stop talking to her friend, so do something else.

*What are those two men talking about?*

They don't want to be overheard.

They might BOX your ears.

Climb up on the crates and you can listen to their conversation.



*I'm trying to talk to the old fisherman and he won't answer.*

The old man is a little deaf.

Maybe you're being too direct.

You can't get close enough from the second screen. Go back to the first screen and walk out on the little pier.

*How can I make the tourist stop throwing trash?*

You can't - some people don't want to listen. Just garbage bag his trash whenever you can.

*The peddler went away and now I can't buy the parrot.*

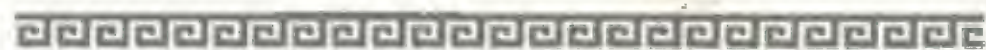
Absence makes the heart grow fonder.

If you see him again, CASH in on it.

The peddler will take turns with the tourist. After you see the tourist, leave and come back to the screen. Walk around the boxes and the peddler will show up. Give him all the money.

*I'd like to go see what Slaughter is doing on the launch.*

Gonzales won't let you past, but don't worry. You'll find out what Slaughter is up to later in the game.



*I'm wandering around and I don't know what to do.*

Look at everything and talk to everyone. When Dad is through sorting the supplies, he'll find a package addressed to Adam.

*Dad keeps asking me to open a package.*

Do what Dad says!

*I've opened the package. What next?*

You can LAUNCH the next part of the game.

Have you gone east, as Dad suggested?

Select the Ecorde and run the cursor over the launch where the gasoline is leaking. When the Ecorde lights up, click it on the leak. Then walk back to Dad. If you've forgotten how the Ecorde works, your game documentation, "Adam's EcoNews" has a complete set of instructions.

## THE RAINFOREST JUNGLE

*What do I do about the otters?*

How do you get a nervous animal to calm down?

What's the easiest way to get to know somebody?

Talk to Orpheus two times. Then he'll offer you a present. Go ahead! Take it! Then your adventure will continue.

*I'd like to climb that big tree, but the bugs keep biting me.*

Don't get bugged about it!

This is a STICKY problem, isn't it?

On the screen where you came in, there's a leaf floating in a pool of sticky, gooey sap. Pick up the leaf and rub it on Adam - it's insect repellent.

*I'm up in the tree. What's the matter with all these birds?*

You might say that the birds have a BURNING QUESTION.

Perhaps you can put a DAMPER on things.

Put out the fire in the bird's nest.

*I can't find any water and I can't climb down to the forest floor.*

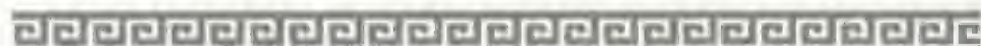
Think HIGHER thoughts.

Don't be a PUSHOVER.

Climb higher. You'll find some pitcher plants. They have cup-shaped leaves that hold pools of rain water.







*I can't push over the right pitcher plant because Adam can't walk past the smelly bird.*

Be SWEET and HUM something.

Follow that hummingbird on the toucan's screen. Did you talk to it?

There are some flowers with a strong perfume west of the toucan's nest. Pick some, then go back to the smelly bird. Hold the flowers over Adam's nose and he can walk past. Now you can tip over the plant that will put out the fire below.



*I put out the fire. Now what?*

Go down again. Your new friends will thank you.

The BEAT goes on.

When the drum beat starts, the snake runs away. You can then go west along the high branch.



*I can't figure out the tree maze - the tree where the perfumed flowers are.*

Wait for the right time. You can't do it until after you help the toucans.

Follow that lizard!

Just click the hand icon on the branch where the lizard disappeared. Adam's a smart climber - he'll go to the right path.

*I see a drum below me, but I can't get down to it.*

Consider a leap of faith.

Go out on a limb for this one.

Just walk out on the high branch. Lucky for you - it just bends down and lets you off.

*The jaguar won't let me go back.*

The jaguar's growl DRUMS everything out of your head.

Never argue with something that has more teeth than you do.

The jaguar won't go away but won't eat you. A legend says shamans can turn themselves into jaguars. Just go out and pick up the drum. You'll fall but you won't get hurt.

# THE VILLAGE

*I'm stuck in the mud and the peccary won't help me.*

Did you ever hear the one about the carrot and the stick?  
DIVINE the answer.

Pick up the vine, then the fruit underneath. Click the fruit on the peccary and he'll come over to eat it. Lasso him with the vine while he's near you.

*No one's home, what do I do?*

Look around. PLAY all you want.

The question is: Do you know the SCORE?

Learn to play the right melody at the drum stand on the second screen to the east. Put your drum down and you'll see a close-up of the drums. Pick up the baton with the red top, then hit the markings on the drum that match the pattern in back. Be sure to write down the pattern and pick up the drum again. You'll need it later.

*I can't get into the hut because a hairy spider stops me.*

He's guarding the hut for someone. Just leave the hut alone for now.



*I can't get the berries.*

Have a swinging time.

This is not ripe for a solution yet.

Swing across the river with the vine. However, the berries won't be ripe till later in the game.

*I've done everything I can think of and nothing more happens.*

Kind of up a tree, huh?

It's kind of HOLLOW you could say.

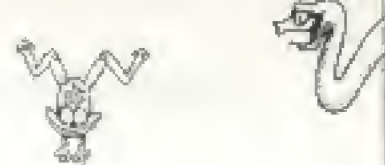
Go north to the big tree. Then look around carefully. You'll see three white exit arrows that take you behind the tree's buttresses. (Use the E-corder to find out what a buttress is.)

*The vines won't open.*

Pound on this problem to solve it.

Ever hear the expression - I'll DRUM this into your head.

Put down the drum at the drum stand and play the melody you learned at the village drum stand.







**Forest Heart is too weak to talk to me. What do I do?**

Do what she asks.

See any likely places to get closer to her heart?

In the center of the screen are roots that look like a chair. Click the hand icon on them.

**I talked to Forest Heart. Nothing more happens and no one is in the village.**

Why don't you BRANCH out?

The people will hide until you agree to help Forest Heart.

Pick up the green branch in the tree room to show you want to help.

**Okay, the people are home. Now what?**

Be polite, talk to all of them.

Forest Heart told you to find the Wise One. That's the shaman - but where is he? The people probably know that.

Talk to everyone, then show them the empty dark cup. You'll find out a lot this way. That should give you ideas about what to do next.

**Who do I help first?**

What do you have in your inventory?

You've used this object a couple of times already. You probably don't need it anymore.

Give the drum back to T'agua, the small boy who's swinging on the vine.

**What am I trying to do, anyway?**

You're trying to find the shaman. What do you know about him now?

Talk to the man who is thatching the shaman's hut.

Once you find out about the Sky Sapphire, you'll probably see a bright blue butterfly. However, you can't catch it now. Help out everyone and you'll get what you need.

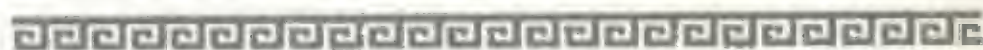
**I can't get Apu the Chief's machete.**

As long as he's busy with Llusti, he won't let you touch it.

Maybe you can help Llusti and Churana.

If you can get a love charm and give it to Churana, Llusti will go back to her. Then you can pick up the machete. The chief will be glad to let you borrow it.





### *How can I help Churana the Weaver?*

Churana needs a little CHARM. Then Llusti will say he's sorry.

It's a BERRY difficult problem.

Pick berries from the bush. You'll find the potter's love charm necklace. Show it to the potter first, then give it to Churana.

### *What does Musqui the Potter need?*

The baby has been stung by a bee.

The shaman would know what to do. Try asking Sinchi about it after you have talked to him and helped Taquia.

Put the pods and the cup full of sap from Forest Heart on the shaman's medicine bench. If you go away, then come back, the shaman's bee sting medicine will be ready. Take the medicine to Musqui.

### *What's that stuff in the cookpot?*

The old women are making a special drink. However, they're missing something they need.

Get to the ROOT of the problem.

Give Sumac the Gardener the sharp machete. You'll have to help Churana the Weaver first, or you can't borrow it. Take the roots Sumac gave you to Alichina, the old woman with gray hair.



### *How do I get the sweet drink from the old women?*

You'll need to give them two things.

You can't put the drink in your tennis shoes, can you?

Get the cup, you must get medicine for the baby. Give Alichina, the gray-haired woman, the roots you got from Sumac the Gardener. (You will have to give Sumac the machete first.) Then give her Musqui's clay cup. To

### *Yech, I don't want to drink the sweet drink. What good is it?*

Fortunately, the bugs like it better than you do.

Tempt someone to take a sip.

Go to the screen where you entered the village. The butterfly lights on the bushes. Click the sweet drink on the butterfly and it will drink from the cup. Now you can pick up the butterfly.

### *What's a Sky Sapphire, anyway?*

Well, a sapphire is a blue gem.

What are the jewels of the sky?

The Sky Sapphire is a Morpho butterfly.







***I have a butterfly and I can't let it go.***

Someone asked you for a Sky Sapphire, didn't he?

Give the butterfly to Sinchi, the man who is thatching the hut. Then enter the hut when he invites you to meet the shaman.

***I'm talking to the shaman but nothing happens.***

What did the shaman ask you to do first?

Only well-GROUNDED people can understand the shaman.

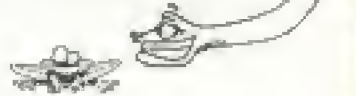
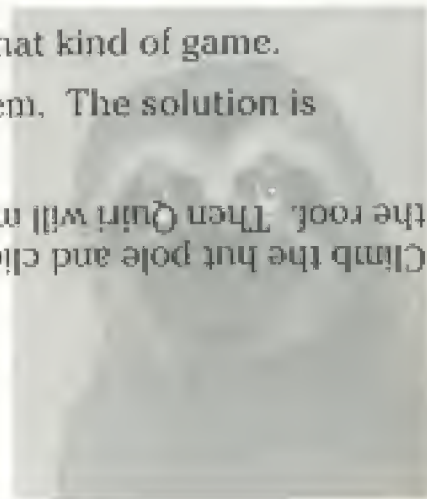
Click the hand icon on the ground to sit down. It's a sign of respect for the shaman's wisdom.

***There's a hairy spider that won't let me mix the heart paint!***

Don't squash him. This isn't that kind of game.

Go to the source of the problem. The solution is STICKY.

Climb the hut pole and click the sticky leaf on the leak in the roof. Then Quiri will move back to his plate of fruit.



***What is heart paint?***

What color is used in drawings of the heart?

One of the pots on the ground has a red stain inside.

Put the red berries in the small pot.

***The shaman wants the "Green Memory." What is that?***

Does the place where you're standing make you think of anything?

What do you have in inventory that's green?

Give the shaman the green branch.

***I don't think Paquita likes me!***

Show the bat proof that you were in the village.

Show the amulet of Forest Heart to Paquita.

***OK, the bat and I are friends now. What next?***

Do what she asks.

Click the hand icon on the net.

# CIBOLA CAMP

## *I'm all tied up! Help!*

Help others before you help yourself.

How do you feel about vegetables?

Click the hand icon on the carrot. When Adam eats it, Paquita can get free and help him.

## *I'd like to leave but I see only one door to the outside.*

The door isn't a good idea.

In fact, the door is a ROTTEN idea. In fact, it's a CREAKY idea.

Move the jaguar pelt, then tear out the rotten floor-board under it.

## *It looks like a long way to the ground.*

Do you feel at the end of your rope?

Combine two things that you find in the room.

Take both sheets off the bed. Click one sheet on the other in inventory. Then click the sheet rope on the hole in the floor.

## *I'm outside and I get caught every time.*

Click the hand icon on the barrels or machinery. You can hide behind them and Gonzales will not see you.



## *What do I want to do outside?*

Create a distraction.

What did Slaughter tell Gonzales to do right before he left for the day?

Let the birds go.

## *The birds keep giving me away.*

Perhaps we can give you the SEED of an idea.

The answer to this can be had for chicken feed.

Get some of the grain and feed it to the hungry birds.

## *Every time I'm near the sack of grain, Gonzales catches me.*

The grain must come to you.

A TOWERING problem, isn't it?

Climb the tower and get the hand vacuum. Then hide behind the front barrel and click the vacuum on the grain.

## *I can't climb the tower without getting caught.*

This is ALARMING.

Think quick!

Click the hand icon on the alarm to disarm it.





***Oh, great, the ladder broke. Can I get down again?***

You'll have to invent a way down. Have we HOOKED you?  
What you need is a "willing SUSPENSION of disbelief."

Click the hand icon on the laundry basket. You'll find suspenders to click on the hook. You'll bungee down.

***I can't open the cages, even though the birds are quiet.***

The cages are closed with a padlock.

The key to the padlock is in a SAFE place.

You'll have to open the safe in Slaughter's bedroom. You can climb back up the sheet rope to go there.

***Where can I find the combination to the safe?***

Only someone organized can solve this.

You must get into the passworded section of the executive organizer you found under the sheets.

***What's the password?***

This makes me so mad, I could SPIT.

Check out one of Slaughter's trophies very carefully.

Pull the tail of the jaguar pelt. The answer is on the note.



***Gonzales is gone. Now what?***

I'm glad you axed me that.

We're all in the same BOAT, aren't we?

Use the ax to make a boat from the large log.

***I'm up a creek without a paddle.***

Improvise.

Have you found anything that could be a paddle?

Open the zebra-skin footlocker. Use Slaughter's tennis racket for a paddle - with the cover on of course.

***Slaughter's after me!***

Just take Paquita's advice and keep paddling.  
Something surprising will happen.



# THE CAVES

*How can I climb out of the cave again.*

You can't. You'll have to go through the caves.

*A little bat won't let me into the deeper tunnel.*

Show the bat you're trustworthy.

This has worked for you before. In fact, it's better than a real passport, at least in the rainforest.

Show the amulet of Forest Heart to the bat. He'll give you a job to do.

*I can't figure out the visas.*

Be sure to pick them up. They look like a pile of leaves.

Each leaf has the Latin name of the bat it belongs to. This is the bat's scientific classification. How can you collect information on the bats to find out more about this?

Talk to each bat. Record each bat. Then review your "Rainforest Facts." You will find out the Latin name of each bat.

*I can't talk to the old bat.*

Did you wake him up?

Are you making him dizzy? Maybe he's used to being upside down.

Climb up on the perch and hang upside down. Then you'll both be on the same level and you can talk to him.







### *What's a Truth Stone?*

He told you to pick up the Truth Stone. It's right there in the room.

Click the hand icon on the blue stone in the alcove.

Put the Truth Stone in the round area in front of the jaguar statue.

### *I can't answer the riddles.*

You'll get more than one chance. Just answer some of the others. You'll come back to these later and there will be fewer choices. Look carefully at each word in the riddle - you can find important clues. Remember to keep clicking, so that you get more text messages.

### *The Jaguar is free. What now?*

Take what the jaguar left you.

Explore that room more thoroughly.

Go north. There is a stairway in the shadows and you will go down to a new room. Be sure to pick up the golden feather first.



### *Paquita won't go with me.*

Someone else knows more about her problem than you do.

Do what she asks.

Go back for Chiropterus. You can't help Paquita right now and he will tell you what to do.

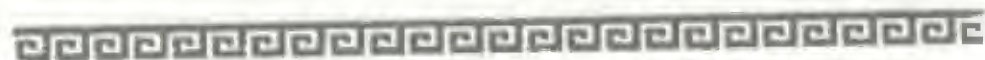
### *How do I leave the underground river?*

You'd better give those bats an order they can understand.

Are you feeling kind of CAST OFF?

Blow the whistle to clear the exit, then get in the boat.





# THE FLOODED FOREST

*My boat sank. How can I get it back?*

You can't get it back. It's lucky that Adam is a good swimmer.

*The howler monkey keeps hissing and won't let me climb on the rock.*

Get a little more information. Talk to the monkey.

Have you explored the flooded forest?

Swim south from where you entered. Climb the vine and pick some fruit. Then swim back and throw it to the monkey.

*What are those strange lily pads?*

Victoria lily pads are huge.

Sometimes children use them for rafts.

Doesn't that give you an idea for helping the frightened howler monkey?



*I can't get the lily pad.*

Look around carefully, or, should we say, look SHARP!

Have you climbed on the monkey's rock yet?

climb on the rock.  
Take it and cut the stem of the lily pad. Then you can  
There's a piranha jawbone on the monkey's rock.

*I can't give the monkey what he wants.*

In this case, one's company, two's a crowd.

The lily pad is big, but it won't hold two people.

Climb off the lily pad and the monkey will climb on.

*If I'm not dinner, what am I?*

The harpy eagle is not very patient.

It's a long way to the ground, so you can't get down.

Show the golden eagle feather to the harpy eagle.  
Then you'll have some luck.



# THE CITY OF GOLD

*I see the main ruins, but how do I cross the crevice?*

You'd fall between the cracks if you did that.

If you sit quietly and think about it, something may occur to you.

Sit on that huge rock. You'll find out some interesting information.

*I can't keep the passage open.*

This is a **WEIGHTY** problem.

It looks like someone has been there. The damage may **MASK** the solution to the problem.

Put the gold mask back where it belongs in the stone relief. You may have to remove the gold disk first. Then take the pile of disks. Put all of them, including the one from the mask, on the stone seat.

*The maze is too hard.*

It wouldn't be hard if you had a map.

Take a closer look at something you've had in inventory for a long time.

Use the magnifying glass (You did clean up all that trash, didn't you?) on the carved necklace Churana gave you. Her necklace is a map of the maze. Now, whenever you are in the maze, look at the necklace in inventory and you'll see the map to help you.

*I'm in the room at the top of the maze. What do I do?*

Unscramble something.

What's wrong with this picture?

Click the blocks on the wall. You can put together two pictures that will open a secret panel.

*I can only go back to the rock seat. What now?*

If it's boring to go back, you should go forward.

Did we fool, er, **SNAKE** you?

Climb the footholds and pull the snake's tail.

*I'd like to get out to the big rock, but a turtle keeps taking me to shore.*

Just avoid that stepping stone.

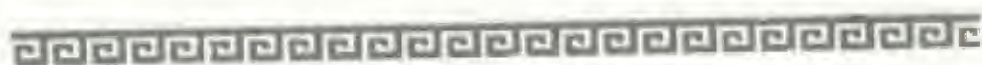
*A serpent keeps throwing me back to the shore.*

There are lots of clues in the room you just came from. The scrambled story in "Adam's EcoNews," your game documentation, might help you, too.

Did you put together two pictures in the room you just came from?

Put on the crown, then click the pipes on the serpent. You'll charm him to sleep. Then you can dive in the water.





***What do I do in this garden?***

If you want excitement, try turning on the fountain.

***The orchids don't like me and they won't put me down.***

This has worked for you in the game before.

What sign of trust do you have?

Show them the amulet of Forest Heart. Remember this booby trap — it might come in handy.

***There are thousands of seeds. How do I know which is the right one?***

If they weren't seeds anymore, you might be able to tell which one was Forest Heart.

Examine the fountain and the stelae carefully.

You must sprout the seeds to find the seedling of Forest Heart.

***I've turned on the water, but nothing happens.***

Have you channeled the water, so that it falls over the seeds?

You will need some powerful fertilizer. Do you have something of great power?

Put the cup you get from the Princess stela in the fountain. Then put the golden blossom of Forest Heart in the cup. Now turn on the water. You can do these steps in any order.



***How do I get away from Slaughter?***

You can't.

Think of it the opposite way.

How can you trap Slaughter?

***Slaughter just keeps catching me again.***

What does Slaughter really want?

How can you get him into trouble?

Put the gold dust down on the fountain near the vines. The rest will work out nicely.

***Slaughter is feeling all hung up and there's nothing else to do.***

What were you supposed to find in the City of Gold besides the seedling?

Who's your best friend in the rainforest?

It's time to call the bats with the whistle.

***Paquita is here, but I can't cure her.***

What did Chiropterus say would cure her?

It's very simple. Don't make it harder.

Click hand on the water. She only needs a drop or two.



# BACK IN THE GROVE

*Everyone's waiting for me to do something.*

Plant the seedling.

*How do I say good-bye to Paquita.*

You must call her.

What do you have that bats understand?

Use the whistle. When she comes, look at her carefully. You'll get a surprise!



# ECORDERABLE OBJECTS AND THEIR LOCATIONS

**Important!** Refer to your map in this hint book. An asterisk (\*) means that the item can be Ecorded in more than one place. Once you Ecord an item, the other one won't be Ecorderable. You get one point only for each item!

## Docks West

Town runoff (You get this point automatically during the Ecorder demonstration.)

## Docks East

River traffic

## Riverbank

Stilt root  
River otter  
Litter  
Forest floor  
Leaf-cutting ant (ants don't appear until you are out of the boat)  
Understory

## Forest Floor East

Cecropia tree  
\*Howler monkey  
Logging  
\*Buttress

## The Canopy

Toucan  
Scarlet Macaw  
\*Orchid  
\*Epiphyte  
\*Cacique  
Hyacinth Macaw  
Emerald Tree Boa  
Sloth  
\*Hummingbird



### ***Emergent Tree***

Pitcher plant  
 \*Hummingbird  
 Emergent tree  
 \*Cacique  
 \*Orchid  
 \*Epiphyte  
 Cock-of-the-Rock  
 Hoatzin

### ***Canopy Maze***

Liana  
 Darter  
 Canopy  
 \*Orchid  
 \*Epiphyte

### ***Tree Branch***

Jaguar  
 Village  
 \*Drums

### ***Long house West***

\*Morpho butterfly  
 Peccary  
 Pottery  
 \*Bromeliad (*You must  
 pick up the vine first.*)  
 Iguana  
 \*Long house  
 Body Painting

### ***Long house East***

\*Morpho butterfly  
 Masato  
 \*Long house  
 Weaving  
 Agriculture  
 Hunting  
 \*Drums

### ***Outside Hut***

Thatching  
 Paint  
 \*Shaman's stool

### ***Inside Hut***

Initiation  
 Masks  
 Rattle  
 Shaman  
 Charm  
 \*Shaman's stool

### ***The Grove***

\*Buttress  
 \*Drums

### ***Forest Heart***

Seed pods

### ***Hilltop above Burnout***

\*Insectivore bat

### ***Slaughter's Bedroom***

Endangered species

### ***Camp West***

Clear cutting  
 Silt  
 Poor soil

### ***Camp East***

Bird poaching  
 Oil refinery

### ***River***

Burnout

### ***Refugee Center***

Tent bat  
 Fishing bat  
 Leaf-nosed bat  
 Mexican freetailed bat  
 Punk bat  
 \*Insectivore bat

### ***Bat Temple***

False vampire bat  
 The Underworld  
 Cosmology carving  
 \*Stone relief

### ***Flooded Forest North***

Igapo  
 Cannonball fruit



### ***Flooded Forest East***

\*Howler monkey  
 Piranha

### ***Flooded Forest South***

Victoria lily  
 \*Bromeliad

### ***Eagle's Nest***

harpy eagle

### ***The Royal Seat***

Passion Flower  
 Pre-Incan ruins  
 Philodendron  
 \*Stone relief  
 Seat of the Inca

### ***Temple of the True Gold***

Labyrinth

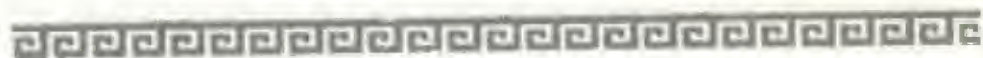
### ***King's Robing Room***

Pipes  
 Ritual of El Dorado

### ***Island Garden***

Stela  
 Fountain





AFTER YOU HAVE COMPLETED THE GAME

## POINTS LIST

### *Docks at Iquitos, Peru* *points*

Use Adam's passport, immunization card on to the Custom's official	10
Talk to Nicanor	1
Get the Ecorder from the package	5
Buy the parrot from the peddler	5
Climb the crates to eavesdrop on the thugs	5
Talk to the old fisherman	1
Talk to the litterbug tourist	1
Bag the tourist's garbage	5
Dad uses Ecorder on the river water	1
Ecord the gasoline leak	10

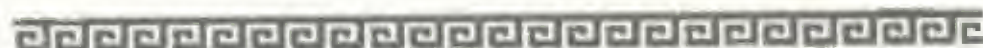
### *Lost in the Forest* *points*

Talk to Orpheus, the river otter	1 (2 Total)
Get the amulet of Forest Heart from Orpheus	5
Pick up the sticky leaf	5
Recycle the litter in the jungle	1 (5 Total)
Talk to the howler monkey	1
Smear the sticky leaf on Adam after bugs bite	5
Talk to the emerald tree boa	1
Talk to the hyacinth macaw	1 (2 Total)
Talk to the sloth	1 (2 Total)

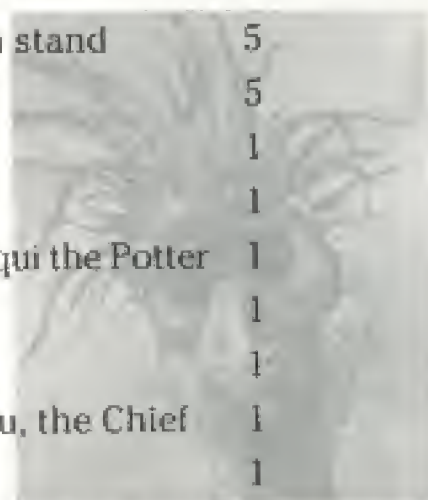
### *Lost in the Forest (Cont.)*

Talk to the cacique	1 (2 Total)
Talk to the first macaw	1 (2 Total)
Talk to the second macaw	1 (2 Total)
Talk to the third macaw	1 (2 Total)
Talk to the fourth macaw	1 (2 Total)
Talk to the brother toucan	1 (2 Total)
Talk to the father toucan	1 (2 Total)
Talk to the mother toucan	1 (2 Total)
Talk to the hummingbird	1 (2 Total)
Talk to the hoatzin	1 (2 Total)
Talk to the cock-of-the-rock	1 (2 Total)
Pick up the fragrant flowers	5
Cover Adam's nose with the fragrant flowers	5
Tip over correct pitcher plant	5
Toucan egg hatches	10
Talk to the newly hatched toucan fledgling	1
Talk to the darter	1 (2 Total)
Get through the canopy maze	5
Cross to the lower branch of tree overlooking village	5
Pick up the drum	5



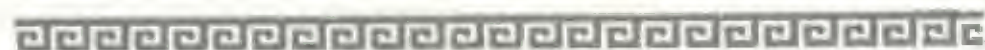


<i>Village of the Grove People</i>	<i>points</i>
Pick up fruit by the mud puddle	5
Pick up vine by the mud puddle	5
Lasso the peccary	5
Put the drum down on the drum stand	5
Play the drum melody correctly	5
Pick the drum up again	1
Talk to Musqui the Potter	1
Click the empty bark cup on Musqui the Potter	1
Talk to Raco, the baby	1
Talk to Apu, the Chief	1
Click the empty bark cup on Apu, the Chief	1
Talk to Alichina, the Cook	1
Click the empty bark cup on Alichina, the Cook	1
Talk to Sabiru, the Cook	1
Talk to Cuirana, the Cook	1
Talk to Churana, the Weaver	1
Click the empty bark cup on Churana, the Weaver	1
Talk to Sumac, the Gardener	1
Click the empty bark cup on Sumac, the Gardener	1
Talk to Sinchi, the Thatcher	1
Click the empty bark cup on Sinchi, the Thatcher	1
Leave the bark cup filled with sap on the shaman's bench	1
Leave the seed pods on the shaman's bench	1



<i>Village of the Grove People (Cont.)</i>	<i>points</i>
Talk to Taquia, the shaman's apprentice	1
Click the empty bark cup on Taquia, the shaman's apprentice	1
Give the drum to Taquia, the shaman's apprentice	5
Swing across the river with the vine	1 (2 Total)
Pick the berries	5
Find the love charm necklace in the berry bush	5
Click the love charm necklace on Musqui, the Potter	5
Give the love charm necklace to Churana, the Weaver	5
Pick up the stone machete	5
Give the stone machete to Sumac, the Gardener	5
Give the roots to Alichina	5
Pick up the bee sting poultice	5
Give the bee sting poultice to Musqui the Potter	5
Give the clay cup to Alichina and get the sweet drink	5
Catch the Morpho butterfly with the sweet drink	5
Pick up the sweet drink, with the butterfly on the rim	5
Give the Sky Sapphire to Sinchi, the Thatcher	10





### *Lost in the Forest (Cont.)*

*points*

Sit down before the shaman	5
Mend the hole in the thatch with the sticky leaf	5
Put the berries in the paint pot	5
Paint Adam's face with the correct pattern	10

### *The Grove of Forest Heart*

*points*

Find the main entrance to Forest Heart	1
Find the second entrance to Forest Heart	1
Find the third entrance to Forest Heart	1
Put the drum down in the drum stand	5
Pick the drum up again	1
Play Forest Heart's melody on the drums	10
Sit in the mossy seat to talk to Forest Heart	5
Pick up the branch of green leaves	5
Pick up the bark cup	5
Pick up the seed pods	5
Fill the bark cup with sap	5
Give the green branch to the shaman	5
Pick up the golden blossom of Forest Heart	5
Talk to Paquita, the Bat	5
Click Forest Heart's amulet on Paquita, the Bat	5
Click the hand icon on the net with Paquita's permission	5

### *Cibola Camp*

*points*

Free Paquita from the bird cage	5
Pick up Slaughter's fax	2
Move the jaguar pelt rug	3
Tear out the rotten floorboard	10
Open the zebra-skin footlocker	3
Pick up Slaughter's tennis racquet	2
Open the safe	10
Take the contents out of the safe	2
Pick up the red silk top sheet	2
Pick up the red silk bottom sheet	5
Make the sheet rope in inventory	5
Attach the sheet rope to the brass bed	5
Pick up Slaughter's executive organizer	2
Remove the note from the jaguar pelt rug	3
Pick up the note (with the password)	5
Enter the password in the executive organizer	2
Climb down the silk rope	2
Turn off the satellite alarm	5
Pick up the hand vacuum	5
Pick up the purple suspenders	3



### *Cibola Camp (Cont.)*

*points*

Bungee down from the top of the satellite platform	5
Vacuum some grain from the open bag	5
Remove the grain from the vacuum in inventory	1
Feed the hungry birds	10
Unlock the padlock on the bird cages	5
Pick up the steel ax	5
Make the dugout canoe	5
Tell Paquita you're ready to escape the camp	5
Launch the dugout canoe	5
Paddle the dugout canoe with the tennis racket	5

### *The Underground Caves*

*points*

Talk to Paquita	1 (2 Total)
Talk to the tent bat	1 (2 Total)
Talk to the Mexican freetailed bat	1 (2 Total)
Talk to the fishing bat	1 (2 Total)
Talk to the leaf-nosed bat	1 (2 Total)
Talk to the punk bat	1 (2 Total)
Show Forest Heart's amulet to the leaf-nosed bat	5
Pick up the bat visas	5
Give the correct visa to the tent bat	5
Give the correct visa to the Mexican freetailed bat	5
Give the correct visa to the fishing bat	5

### *The Underground Caves (Cont.)*

*points*

Give the correct visa to the punk bat	5
Give the correct visa to Paquita	5
Give the remaining visa to the leaf-nosed bat	5
Wake up Chiropterus Handwing	1
Hang upside down to talk to Chiropterus Handwing	5
Pick up the Truth Stone	5
Place the Truth Stone in the jaguar statue	5
Pick up the golden eagle feather	5
Answer the Jaguar's riddles correctly	1 (10 Total)
Receive the whistle from Chiropterus	5
Blow the whistle to clear the cave exit	5
Cast off	5

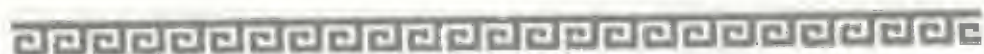
### *The Flooded Forest*

*points*

Talk to the howler monkey	1
Give fruit to the howler monkey	5
Pick up the piranha teeth	5
Give the lily pad to the howler monkey	10
Pick some fruit	5
Use piranha teeth on lily pad	5
Climb on the free lily pad	5
Give the golden feather to the harpy eagle	10







<i>The City of Gold</i>	<i>points</i>
Recycle the litter	6 (6 Total)
Pick up the magnifying glass	10
Use the magnifying glass on the carved necklace in inventory	5
Remove the gold disk from the golden mask in inventory	5
Replace the golden mask in the stone relief	5
Pick up the pile of gold disks	3
Place the pile of gold disks on the balancing rock	2
Place the single gold disk on the balancing rock	3
The balancing rock swings open	5
Get through the ruin's maze	15
Unscramble the mural (first picture)	5
Unscramble the mural (second picture)	5
Pick up the bone pipes	5
Pick up the crown and gold dust	10
Climb the footholds	2
Pull the snake tail	3
Hop out to the island platform	5
Put on the crown	2
Charm the serpent	13



<i>The City of Gold (cont.)</i>	<i>points</i>
Dive into the lake	5
Show Forest Heart's amulet to the orchids	1
Pick up the stone cup	5
Put the stone cup in the fountain	5
Put the golden blossom in the stone cup	5
Turn on the water	10
The seedling of Forest Heart sprouts	15
Pick up the seedling of Forest Heart	20
Trap Slaughter	10
Call the bats	5
Heal Paquita	15
Plant the new seedling in the Grove	25
Call Paquita home	5
Discover Paquita's surprise	10
<i>The Ecorder</i>	<i>points</i>
Ecord all objects possible	81
Successfully take the Ecorder Quiz	46

<i>GAME POINTS</i>	<i>873</i>
<i>ECORDER POINTS</i>	<i>81</i>
<i>ECORDER QUIZ POINTS</i>	<i>46</i>
<i>TOTAL POINTS</i>	<i>1000</i>

# LOCATION OF ALL OBJECTS

Object	Where Found	Where Used
Adam's passport	Inventory at beginning of game	Show to Custom's Official, <i>Docks West</i>
Adam's passport with immunization card sticking out	Open passport in inventory	Show to Custom's Official, <i>Docks West</i>
Adam's allowance	Inventory at beginning of game	Buy the parrot on, <i>Docks West</i>
Handheld Ecorder	Open package when Dad finds it, <i>Docks West</i>	Use on every screen for extra points and information!
Amulet of Forest Heart	Get from Orpheus the River Otter, <i>riverbank</i>	Use throughout the game to win trust and get info
Sticky leaf	Pool of sap, <i>riverbank inside hut</i>	Insect repellent Mend shaman's roof
Fragrant flowers	Lower limb, <i>Canopy maze</i>	Get past the smelly hoatzin, <i>Emergent tree</i>
Drum	At fork in tree limb, <i>Tree branch</i>	Play drums at both drum stands, <i>Long house East</i> and the main door to Forest Heart, <i>The Grove</i> Return to Taquia, the shaman's apprentice, <i>Outside hut</i>
Vine	On edge of mud puddle, <i>Long house West</i>	Lasso peccary, <i>Long house West</i>



Object	Where Found	Where Used
Rainforest fruit	On edge of mud puddle, <i>Long house West</i>	Tempt peccary to come close, <i>Long house West</i>
Branch of green leaves	Main platform, <i>Forest Heart</i>	Give to shaman to begin Vision Ceremony, <i>Forest Heart</i>
Seed pods	Second platform, <i>Forest Heart</i>	Leave on shaman's bench for bee sting poultice, <i>Outside hut</i>
Bark cup	Third platform, <i>Forest Heart</i>	Find out info about shaman, <i>Long house West and East</i>
Bark cup with sap	Third platform, <i>Forest Heart</i>	Leave on bench for bee sting poultice, <i>Outside hut</i>
Bee sting poultice	On bench of shaman's hut, once ingredients are left there, <i>Outside hut</i>	Cures Raco's bee sting, <i>Long house West</i>
Roots	Receive from Sumac, the Gardener, <i>Long house East</i>	Give to Alichina the Cook, <i>Long house East</i>
Love charm necklace	Fallen into berry bushes across the river, <i>Outside hut</i>	Check with Musqui the Potter, <i>Long house West</i> Give to Churana, the Weaver, <i>Long house East</i>
Clay cup	Receive from Musqui, the Potter, <i>Long house West</i>	Give to Alichina, the Cook, <i>Long house East</i>



<b>Object</b>	<b>Where Found</b>	<b>Where Used</b>
Sweet drink	Receive from Alichina, the Cook, once you have given roots and clay cup, <i>Long house East</i>	Catch the Morpho butterfly, the shaman's "Sky Sapphire", <i>Long house West</i>
Sky Sapphire	Pick up the Morpho butterfly drinking from cup, <i>Long house West</i>	Give to Sinchi the Thatcher, by the shaman's hut, <i>Outside hut</i>
Red berries	Pick on bush across from shaman's hut when ripe, <i>Outside hut</i>	Make face paint for initiation ceremony, <i>Inside Hut</i>
Machete	Receive from Apu, the Chief when he's not busy, <i>Long house West</i>	Give to Sumac the Gardener, <i>Long house East</i>
Carved necklace	Receive from Churana, the Weaver, <i>Long house East</i>	Use with magnifying glass to get map of maze in <i>City of Gold</i>
Golden blossom of Forest Heart	Receive from Forest Heart at end of Vision Ceremony, <i>Forest Heart</i>	Sprouts seedling of Forest Heart, Island Garden, <i>City of Gold</i>
Note with password	Hidden in jaguar pelt head in the shack, <i>Slaughter's bedroom</i>	Has password for Slaughter's executive organizer, <i>Slaughter's bedroom</i>
Executive organizer	Underneath silk sheet on Slaughter's bed in the shack, <i>Slaughter's bedroom</i>	Get into passworded section for the safe combination in the shack, <i>Slaughter's bedroom</i>
Padlock key	In Slaughter's safe in the shack, <i>Slaughter's bedroom</i>	Unlock padlock to set birds free, <i>Camp East</i>



<b>Object</b>	<b>Where Found</b>	<b>Where Used</b>
Noah Greene's wallet	In Slaughter's safe in the shack, <i>Slaughter's bedroom</i>	Adam will return it to Dad after the adventure!
Greene family photo	Open Noah's wallet in <i>inventory</i>	Not used
Letter	In Slaughter's safe in the shack, <i>Slaughter's bedroom</i>	Proves Slaughter smuggles artifacts
Cibola Fax	In fax machine in the shack, <i>Slaughter's bedroom</i>	Slaughter has no permission from anyone for the burnout
Princess mask	In Slaughter's safe in the shack, <i>Slaughter's bedroom</i>	Discover gold disk in <i>inventory</i> . Open hidden panel in the stone relief, <i>The Royal Seat, City of Gold</i>
Gold disk	Find in mask (above)	Final weight to move the balancing rock, <i>The Royal Seat, City of Gold</i>
Red silk top sheet	Slaughter's bed in the shack, <i>Slaughter's bedroom</i>	Use for silk rope to escape shack, <i>Slaughter's bedroom</i>
Red silk bottom sheet	Slaughter's bed in the shack, <i>Slaughter's bedroom</i>	Use for silk rope to escape shack, <i>Slaughter's bedroom</i>

<i>Object</i>	<i>Where Found</i>	<i>Where Used</i>
Red silk rope	Combine the above sheets	Tie to bed in the shack, <i>Slaughter's Bedroom</i>
Handheld vacuum	Satellite platform, <i>Camp West</i>	Suck up grain, <i>Camp West</i>
Suspenders	In laundry basket, satellite platform, <i>Camp West</i>	Attach to hook and bungee to the ground, <i>Camp West</i>
Birdseed	Bags of grain, <i>Camp West</i>	Feed birds to quiet them, <i>Camp East</i>
Steel ax	In stump, <i>Camp East</i>	Carve large log into dugout canoe, <i>Camp East</i>
Tennis racket	In zebra-skin footlocker, <i>Slaughter's bedroom</i>	Paddle the dugout canoe, <i>Burned river</i>
Bat visas	Next to leaf-nosed bat, <i>Bat Refugee Center</i>	Match with bats, <i>Bat Refugee Center</i>
Truth Stone	In alcove, <i>Bat Temple</i>	Bring Jaguar statue to life, <i>Bat Temple</i>
Whistle	Get from Chiropterus, <i>Underground River</i>	Clear cave exit, <i>Underground River</i> , Call bats to fountain, <i>Island Garden, City of Gold</i>
Golden eagle feather	On jaguar platform once Jaguar is freed, <i>Bat Temple</i>	Give to the harpy eagle, <i>Eagle's Nest</i>
Rainforest fruit	Pick from tree, <i>Flooded Forest South</i>	Give to howler monkey, <i>Flooded Forest East</i>



<i>Object</i>	<i>Where Found</i>	<i>Where Used</i>
Piranha teeth	On the monkey's rock, <i>Flooded Forest East</i>	Cut the lily pad stem, <i>Flooded Forest South</i>
Pile of gold disks	In closed panel, stone-relief, <i>The Royal Seat</i>	Weigh down balancing rock and open secret passage to ruin, <i>The Royal Seat</i>
Magnifying glass	Property of Maxim Slaughter, left near balancing rock, under some garbage, <i>The Royal Seat</i>	Use on carved necklace to find maze map of ruins, <i>Temple of the True Gold</i>
Gold crown	In swinging panel, <i>King's Robing Room</i>	Wear to charm serpent, <i>Golden Lake</i>
Pot of gold dust	In swinging panel, <i>King's Robing Room</i>	Trap Slaughter, <i>Island Garden</i>
Bone pipes	In swinging panel, <i>King's Robing Room</i>	Play to charm serpent, <i>Golden Lake</i>
Stone cup	Held by the Princess Stela, <i>Island Garden</i>	Place in fountain to channel water over seedbed, <i>Island Garden</i>
New Forest Heart seedling	Sprout from seedbed, <i>Island Garden</i>	Plant in burned-out Grove, <i>the Village of the Grove People</i>



## THE DOCKS IN IQUITOS

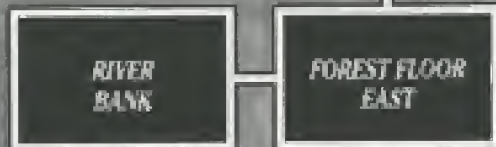


TO JUNGLE

## THE RAINFOREST JUNGLE

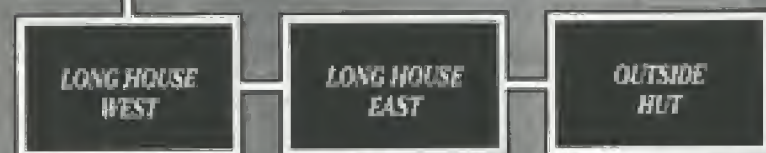


TO VILLAGE



TO THE GROVE

FROM DOCKS

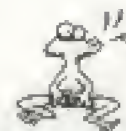


## THE VILLAGE OF THE GROVE PEOPLE

## THE GROVE

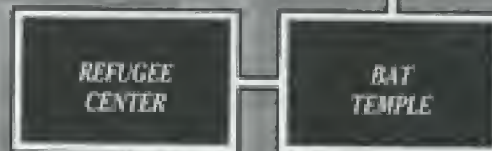


## CIBOLA CAMP



TO CAVES

## THE CAVES



UNDERGROUND RIVER

## THE FLOODED FOREST



## THE CITY OF GOLD

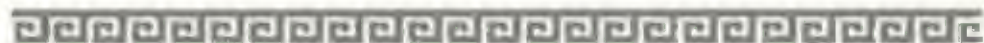


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